

# IMBA House League Rules – 7U, 9U & 11U



~Revised May 2022~

## 7U & 9U Rules

General

### **Quick Facts**

**Number of Fielders: 10**

**Base Lengths:** 7U – 55 feet; 9U – 65 feet

**Pitching Machine (PM) location:** 40 feet from Home Plate

**Pitching Machine Safety Circle:** 8 foot diameter centered around PM

**Pitching Machine Safety Circle Markers:** 4 ft. out from circle, perpendicular to release point of PM on each side of PM

**Approved Ball:** Rawlings 65 CC

### **Game Length:**

7U – Minimum 2 innings, No new innings after 1 hour 30 mins. Max 5 innings

9U – Minimum 2 innings, No new innings after 1 hour 30 mins. Max 7 innings

### **Ball Hit stays in Infield:**

Base Runner(s) can advance no more than 1 base beyond their current base.

### **Ball Hit Past Infield:**

7U – Base Runner(s) can advance bases until outfielder throws the ball toward the infield.

9U – Base Runner(s) can advance bases until an infielder gains possession of the ball – by either hand or glove within 15 feet of the infield.

### **Mercy Rule:**

- An inning shall be three outs or four (4) runs for the first four innings with remaining innings being open innings

A game will be considered complete if after 4 innings;

a) Visitor team has a 15 run lead after a completed inning;

b) Home team has a 15 run lead after a half inning;

### **Official Rules**

1) Any person operating the pitching machine is required to wear a coach helmet for safety and use a baseball glove for safety and to speed up games. However, any ball interference by the coach outside of the circle shall be given one warning per team. Any subsequent interference will constitute an “out” on the batter runner.

## Official IMBA House League Rules – 7U, 9U & 11U

2) Games shall be a minimum of two innings in length with no new inning to start after 1.5 hours of play. Each player must play one inning. Maximum innings

- a) 7U – 5 innings maximum
- b) 9U – 7 innings maximum

3) The Base distance will be 55 Feet for 7U and 65 Feet for 9U

4) A team shall be comprised of a minimum of 7 players and a maximum of 18 players, all signed to that team roster in the division of which that team has entered. Each team must have at least 1 manager and/or 1 or more coaches signed to the team roster clearly marked manager or coach and who shall be responsible for that team.

5) Each team shall have a 1st, 2nd, and 3rd baseman, shortstop, one left and right fielders, with two centre fielders and 1 pitcher in the line-up. The 10<sup>th</sup> fielder shall be

- a) in 7U, a second pitcher, and not a catcher. In the event that a team does not have 10 fielders, the coach will have discretion as to what positions they choose to field.
- b) in 9U, a catcher. In the event that a team does not have 10 fielders, and with the exception of a catcher, the coach will have discretion as to what positions they choose to field.

6) Infielders may ask for time in the infield area and may be given time at the umpires discretion.

7) All outfielders must play 30 feet behind the base line.

8) All players must play 1 inning in the infield per game as a minimum. No player may be benched 2 innings in a row. Coaches must rotate the batting order each game and no player will regularly be placed last in the batting order. This includes playoffs.

9) The plate umpire shall stand off to the side facing the batter. The 2nd umpire will position as a normal base umpire.

## Official IMBA House League Rules – 7U, 9U & 11U

- 10) Up to 3 games may be played in one day, this includes playoffs.
- 11) The infield fly rule does not apply.
- 12) The approved ball shall be a Rawlings 65 CC – No other ball shall be used by any Centre. If a Centre refuses to provide the approved ball that Centre will forfeit all games until they do provide the proper approved ball.
- 13) A coach/manager may only communicate positive instructions to his/her players on the field. A coach shall not touch a base runner while play is on (Base runner is to be called out)
- 14) Coaches are not allowed on the field to assist batters with hitting. Coaches are allowed, at their discretion, on the field during the defensive fielding portion of the inning, with the following exceptions:
  - a) 7U - two field coaches are permitted in the outfield to assist fielders.
  - b) 9U – one field coach is permitted in the outfield to assist fielders.
- 15) All players in uniform must be in a continuous batting order, with the bat person being the exception.
- 16) Call ups:
  - a) For regular season you may call up to 3 players to complete a 9 player roster, as long as you can only field at most 7 players from your own team. Calls ups can be used from other teams, in the same division, within the joint house league or from the division immediately below.
  - b) For playoffs you have to field your own team, no call ups allowed.
  - c) A player may be called up to play at a higher level (rep or select). There is no limit to the amount of games that the player can participate in. However, it is mandatory that the house league games take priority over rep and select games.
- 17) Coaches must wear jersey that is consistent and recognizable to the rest of the team, a team hat, proper footwear (i.e. closed toe shoes), and helmet for pitching machine coach.

18) In the event a batted ball does not leave the infield, runners may advance at their own risk to the next base only. When a batted ball is hit past the infield (more than 15 feet past the base line), the base runners may advance at their own risk and

- a) In **7U**, once an outfielder throws the ball toward the infield, all runners MUST stop at the base they are at or the base to which they are advancing.
- b) In **9U**, may advance around the bases at their own risk, however, all runners MUST stop at the base they are advancing once an **infielder** is in possession of the ball within 15 feet of the base path. This is at the discretion of the umpire.

19) The batter will not advance beyond 1st base on an overthrow of 1st base. Base runners will not advance on an overthrow to any base.

20) BOTH teams must report their score to Convenor via email within 24 hours. The Home team is responsible for recording the score in Goalline.

21) All rules will be at the umpire's discretion.

### ***Inning Limitations***

22) **7U** – An inning shall be three outs or four (4) runs for the first four innings with the remaining innings being open.

23) **9U** – An inning shall be three outs or four (4) runs for the first four innings with remaining innings being open.

### **Pitching Machine Placement**

24) The pitching machine is placed directly in front of home plate at a distance of 40 ft, measured from the back of home plate. An 8 ft diameter safety circle **shall** be marked off directly in front of home plate and its center shall be 40 ft from home plate. No player is permitted in the safety circle, which is considered a dead ball area. Enter means that any part of the body enters the safety circle. Home team is responsible to assure that the diamond is properly laid out.

### **Number of balls to be used**

25) Up to five balls may be used. The balls can be pitched sequentially until the pitcher runs out of balls. The catcher will then return the balls to the pitcher.

- a) The umpire may restrict the number of balls to be used **if** they create a player or umpire safety concern.
- b) Conversely, the umpire may increase the number of balls to be used if they do not create a player or umpire safety concern, (5 balls max).
- c) In 7U, where there is no catcher, the pitchers will run and retrieve the balls to bring back to the coach at the pitching machine.

### ***Role of Pitcher & Safety Circle***

26) The pitcher(s) must stand beside the pitching machine outside of the safety circle and behind the release point of the machine. Also,

- a) The safety circle shall have lines drawn from each side of the release point, intersecting the circle perpendicular to the pitching machine, to 4 ft beyond the circle.
- b) The pitcher(s) must be no more than four (4) feet from the safety circle, behind the white line until the ball is released from the machine.
- c) Only the pitcher(s) may return a live ball to the operating coach with runners on base.
- d) The pitcher(s) must wear a regulation-batting helmet with an attached chinstrap, including a cage or barrier to protect the mouth and face.
- e) The pitcher must not in any way breach the line of the 8ft diameter circle around the machine, whether stepping on the circle or reaching in. If the line is breached play will be called dead and one base will be awarded. All other forced runners will move one base.

### **Pitching Machine Speed**

27) The pitching machines speed will be agreed upon by both coaches prior to the start of the game.

- a) 7U - 30-35 mph.
- b) 9U - 35-40 mph.
- c) Any tampering with the machine speed by the coach feeding the machine shall result in that coach's immediate ejection.
- d) If the machine speed is erratic, the umpire shall determine to correct it with the help of the two opposing coaches. (This may be done at any time.)

### **Pitching Machine Adjustments**

28) The pitching machine adjustment guidelines:

- a) Minor height adjustments to the pitching machine between pitches can be made at the pitching coach's discretion and will not count as a pitch, provided the ball is not delivered.
- b) Umpires may authorize a major height adjustment during an inning, however all balls delivered will count as a pitch.
- c) Test pitches may be authorized by the umpire between half innings only and must be made with no player at bat.

### **Strikes**

29) Each batter shall receive a maximum of 5 strikes as called by the umpire.

- a) If a batter does not hit a fair ball within 5 strikes he/she strikes out, unless a batter hits the ball foul on the 5th strike, then he/she continues to hit as per baseball "3rd strike" regulations.
- b) If a ball crosses the plate over a batter's head or bounces into the dirt, the umpire will not count it as a strike (7U).
  - a. At 9U – if the batter swings at such a pitch, it will be called a strike

30) Batters cannot walk or bunt. (Bunts are automatic outs.)

### **Base Runners**

31) Base runners cannot leave the bases until the ball is hit. If an infraction occurs, one warning will be issued and for any further infraction thereafter, the runner will be called out. (Each team to receive 1 warning.) NO STEALING IS ALLOWED.

### **Ball Interference**

35) If a batted ball hits the pitching machine, or any adult on the playing field, then the ball is declared dead and the batter is awarded 1st base with the corresponding move of any base runners that may be forced to move. The coach feeding the machine must not interfere with any play being made by the defensive team. Otherwise, the batter will be declared out and the runners will return to their base of origin. In case of the third out the side is retired.

36) The on deck batter, the batter and all base runners must wear a prescribed protective helmet with flaps covering both ears. Chinstraps are mandatory and will be worn as designated by the manufacturer.

***Equipment***

37) 9U - All catchers are required to wear a mask with a throat protector, helmet, chest protector, shin guards, cup and athletic supporter during the game and during any warm-up, machine set-up, etc.

38) In addition to wooden bats, aluminum bats shall be allowed. These bats shall meet the dimensional requirements specified in Rule 1:10 of the Official Rules of Baseball. The maximum diameter of the bat barrel is 2  $\frac{3}{4}$ ". The bat shall be in good condition and free of major dents and defects. The umpire shall have the final decision on whether or not a bat can or cannot be used.

## 11U Rules

General

### **Quick Facts**

**Number of Fielders: 9**

**Base Lengths: 65 feet**

**Pitching Rubber: 42 feet**

**Approved Ball: Rawlings 65 CC**

### **Game Length:**

a) Complete/Max: 6 Innings

b) Official: 3 Innings

d) Time Limit: No new inning after 1h 45mins

### **Pitching Maximum's**

Maximum 60 pitches per calendar day; > 35 pitches = 2 days of rest

### **Official Rules**

1. No new inning will start after the 1hr 45 min mark (105min) from first pitch. Maximum innings to be 9 following the normal mercy rule below.

2. Pitchers are allowed to pitch in two (2) innings per game. These must be consecutive innings. For the purpose of this rule an inning is considered the delivery of one (1) pitch to a batter. Once a pitcher is removed, they may not pitch again in that game. The following pitch count rules will also apply:

- a. A pitcher may not pitch more than 60 pitches in a calendar day. If the limit is reached while facing a batter the pitcher may complete pitching to that batter.
- b. If a pitcher throws more than 35 pitches in a calendar day he/she cannot pitch the next day - a player must have 2 nights rest.
- c. Both teams shall have pitch count recorders that shall compare totals each half inning.
- d. Pitch count recorders must provide the current pitch count for any pitcher when asked by a coach or umpire.

## Official IMBA House League Rules – 7U, 9U & 11U

- e. The pitch count recorders should inform the home plate umpire when a pitcher has delivered their limit of pitches for the game. The home plate umpire will then notify the pitcher's coach that the pitcher must be removed.
- f. Illegal pitching penalty: Where a player throws more pitches than permitted, the head coach shall receive a warning. Upon a second offence the team shall forfeit the game. If this occurs a third time, the coach is suspended 1 game. If this occurs a fourth time the coach is removed from the team.

*Note: It is the responsibility of the coach to remove a pitcher when that pitcher is no longer eligible, even if the pitch count recorder and/or the umpire fail to notify the manager.*

### 4. Mercy Rule.

- a) Teams will change field after five (5) runs scored or three (3) outs for the first five (5) innings. All remaining innings will be considered "Open Innings".
- b) A game will be considered complete if the visiting team has a 15 run lead after 4 full innings or the home team has a 15 run lead after 3.5 innings.

5. All players are placed in the batting order, there are unlimited defensive substitutions. If a player arrives late, they are to be added to the end of the batting order.

6. The traditional nine (9) baseball positions are fielded each inning.

7. For regular season, up to 2 Players may be borrowed from 9U, if needed to field a team of 7-9 players for a game.

- a) Borrowing is not allowed if a team has 8 players or more.
- b) Borrowed players cannot pitch or catch.
- c) No players may be borrowed for playoff games.

## Official IMBA House League Rules – 7U, 9U & 11U

8. No player shall sit on the bench for two (2) innings in one game until every player has sat at least one (1) inning on the bench. Similarly, no player shall sit on the bench for three (3) innings in one game until every player has sat on the bench for two (2) innings, etc... Exceptions to this rule are for medical reasons or injuries.

9. All players must play 1 inning in infield as a minimum.

10. Coaches must rotate the batting order each game and no player will regularly be placed last in the batting order. This rule applies to both regular season and the playoffs.

11. Pitching considerations. All players will be given the opportunity to pitch at least part of an inning during the season. It is recommended that a player not pitch and catch in the same game.

12. Stealing Restriction. Base runners cannot lead-off or leave the base (steal) until the ball leaves the pitcher's hand. If an infraction occurs, one warning will be issued and for any further infractions thereafter, the runner is called out. Each team is allowed one warning.

13. Catcher Dropped Ball. A dropped or missed "3rd Strike" (regardless if the batter swings or not) results in the batter being out and cannot run to 1st base. All other bases are fair play.

14. There are no balks

15. Any attempted steal can only advance to the base they are stealing, regardless of an overthrow.

16. A runner on third can only score on a batted ball or forced due to hit batter with bases loaded. Runners CANNOT advance to home on a steal of home, on a wild pitch / passed ball or an overthrow on the return throw from catcher to pitcher.

17. No walks will be issued when a batter receives ball 4. Instead, a batting tee will be brought to the plate and the batter will proceed to put the ball in play with

## Official IMBA House League Rules – 7U, 9U & 11U

a full swing (no bunting). Once the ball is hit (there are no restrictions on distance) normal rules for play of the ball will apply. Note: A batter will still be awarded 1st base if he/she is hit by the pitch.

18. A coach shall be allowed an unlimited number of trips to the mound without having to remove the pitcher. The umpire may limit such trips if, in the umpire's view, the coach or manager's intent is to delay the game.

19. 2 Out Catcher rule. With two (2) out, a substitute runner may be provided for a catcher on base. The designated runner must be the last out.

20. The infield fly rule does apply.

21. BOTH teams must report their score AND their pitch count to their Convenor via email within 24 hours.

22. A team shall be comprised of a minimum of 7 players and a maximum of 18 players, all signed to that team roster in the division of which that team has entered. Each team must have at least 1 manager and/or 1 or more coaches signed to the team roster clearly marked manager or coach and who shall be responsible for that team.